

1. A method for providing a game redemption system, the method comprising:

- allowing a game to be played in exchange for a monetary input;
- awarding either prize credits or one or more merchandize prizes based on an event that is associated with play of the game; and
- allowing a redemption of the prize credits or the one or more merchandize prizes using either a video selection interface screen or a prize-selection mechanism that is associated with the game redemption system.